

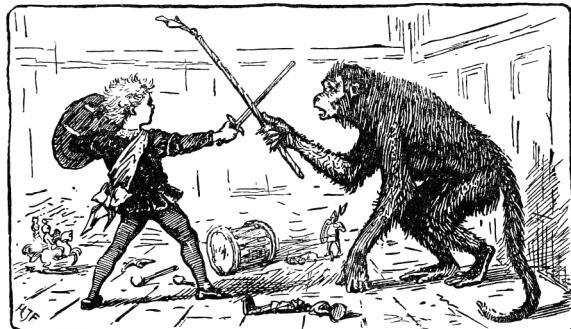
Children's Crusade:

All player characters, whether they realize it or not, are adolescents.

Stats:

Simple bonus/penalty (d6: 1 (-1); 2-5 (0); 6 (+1))

Stat	Bonus
Strength	+/- Damage
Mind	+/- Spell/Prayer points
Toughness	+/- HP
Deftness	+/- AC/Skills



HP: 1d4 +/- bonus/class

Luck: 1d4/day (re-roll miss/failed save/magic disaster)

Classes:

Bully - You're tough: Two weapons, +1 armor roll, +2 HP

Sneak - You swipe stuff: Pick lock/pocket (1/6), sneak/hide (2/6), find thing/hear stuff (2/6), any one weapon, no armor

Weird kid - Touched in the head, magic flows through you. Sometimes you can control it. Stabby or ranged weapon, no armor.

Spell points/day = HP+bonus

- One point spells: Alarm, push, light, find
- Two point spells: Sleep, lock/unlock, zap
- 1/6 chance disaster (reversed, random target, something explodes)

Alterboy - You're from the temple. If you pray right, good things happen. Bashy weapon, any armor, +1 HP.

Prayers/day = HP+bonus

- Scare dead (1d4 undead)
- Heal (1d4 HP)

Armor (1d6)

- 1-3: None
- 4-5: Pot lid shield (+1)
- 6: Heavy coat (+2)

Weapons:

1. Sling (1d4)
2. Pitchfork (1d4)
3. Shovel (1d4+1)
4. Frypan (1d4)
5. Knife (1d3)
6. Club (1d3)

Gear:

Bindle, bread, cheese, and 3 pieces of random crap from barn/kitchen.